STAR CONTROL™

FOR THE SEGA® GENESIS® BALLISTIC™ AND MEGA DRIVE SYSTEMS

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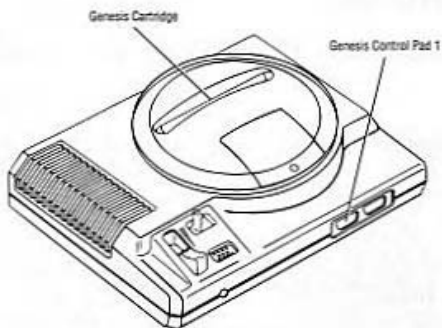
STAR CONTROL

OVERVIEW

Star Control is a science-fiction wargame which pits the forces of The Alliance of Free Stars against those of the predatory Ur-Quan Hierarchy. The game is designed so that you can ease into play, familiarizing yourself with menus, options and player controls.

The Alliance and Hierarchy each possess seven different types of warships. Each vessel has its own maneuvering and firing characteristics, plus a unique special power that you can employ when circumstances dictate.

GETTING STARTED

1 Make sure the power switch is OFF.

2 IMPORTANT: Always make sure that the system is turned OFF when inserting or removing a Genesis cartridge.

3 Insert the *Star Control* cartridge into the Genesis System by following the instructions in your Genesis System user's manual.

4 Plug a Control Pad into port 1 (and another into port 2 if two people are playing).

5 Turn the power switch ON. If nothing appears on screen, re-check your cartridge to be sure it is inserted properly.

6 After the title screen appears, press the **Start Button** or **Button B** to get to the Main Activity Menu.

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PLAYER CONTROLS

One or two players can play *Star Control*, each using their own control pad (one player = one control pad, two players = two control pads). In a two player game, the player using the control pad plugged into port 1 controls the Alliance; the pad in port 2 controls the Hierarchy.
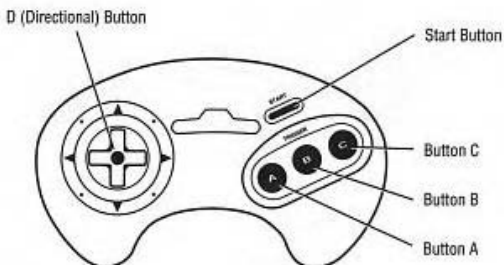
Menus

Most aspects of gameplay in *Star Control* are accessed by a system of menus. Each menu will list various options which allow you to choose and outfit ships for battle, choose **Strategic Scenarios**, etc.

To get to the Main Activity Menu Screen, press either the **Start Button** or **Button B** from the title screen. To select menu items, use the **Directional Button** to highlight the one you want, then press **Button B** to select a highlighted item.

Ship Controls

Control your ship and it's weaponry by using the following buttons:

D (Directional) Button

Start Button

Button C

Button B

Button A

Directional Button (D-Button)
- Controls the direction and rotation of the starship.

Start Button
- Takes you to the Main Activity Menu screen from the title screen.
- Exits game and returns you to the Main Activity Menu.

Button A
- Thrust (same as pushing ▲ on the **Directional Button)**

Button B
- Fire weapon
- Select a highlighted item.

Button C
- Activates special power.
- Cancels an order in strategic play.

Other Special Controls

Pause Game
- Press **Start Button** once to pause game. Press **Button B** to resume.

Exit Game
- To exit the game and return to the Main Activity Menu screen, press the **Start Button** twice. To exit Practice mode, press the **Start Button** three times.

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PLAYING THE GAME

The Main Activity Menu is your gateway to playing *Star Control*. We suggest that you learn the ships and their capabilities in Practice mode, then move on to Melee, facing your enemy in a realistic combat environment. At the Full Game level, you make strategic moves, such as mining, colonizing, fortifying, and moving your ships from star to star in three-dimensional space.

THE MAIN ACTIVITY MENU

Fig. 1 Main Activity Menu

This screen displays the primary Play and Player options and the current game setting for both Alliance and Hierarchy players. The current settings are marked by black diamonds. Select an activity by highlighting your choice and pressing **Button B.** A short description of the highlighted activity is printed in the text window at the bottom of the screen.

Control Options

Control options determine who controls the Hierarchy and Alliance sides in both strategic and combat modes. Control options are:

Human   The Human player (you) totally controls the side, making all strategic decisions and fighting all battles.

Computer   The Computer totally controls the side. The computer controls ship selection in Practice and Melee, as well as Fleet Command in Full Game.

Cyborg   The Human player makes strategic choices. But when battle occurs, the computer takes over full combat responsibility.

Psytron   The Human player fights all battles, while the computer decides all strategy.

The Rating System

When you set a Rating, you decide how skillfully a computer player controls his side. You can set the rating to Standard, Good or Awesome.

For Psytron and Cyborg control, Rating sets the skill with which the computer controls its portion of play. A player who can defeat an Awesome opponent in either Melee or Full Game is worthy of respect indeed.

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PRACTICE

In Practice, you can match any ship against any other ship in combat. Whether the ships selected are from the same side (Hierarchy or Alliance), or whether they're on different sides, you select them the same way.

To view a ship (including technical specifications): Highlight the ship desired and press **Button C**.

Fig. 2 View Ship Screen

To select a ship for Practice: Highlight the desired ship and press **Button B**. Once you've selected two ships, the display changes to the Combat Screen.

> **Note:** If you've selected Computer or Psytron Control for one or both sides, the computer automatically picks a ship to fly against you. If you want to control ship selection, change the setting to Cyborg.

Flying Ships in Combat

In practice combat, you can fight as long as you want. When one ship is destroyed, the battle starts anew with the same pair of ships. The action is interrupted only when one side wants to choose a new ship to fly.

To select a new vessel to fly, press **Start** twice and you'll return to ComSim Central. To return to the Main Menu, press **Start** once more.

Basics of Maneuver

Maneuver consists of thrusting forward and rotating your craft left or right. You can give commands to thrust and turn independently, or issue them simultaneously.

Gravity & Inertia

Gravity attracts spaceships which have come near a planet. The pull increases as you approach the planet. A ship colliding with a planet can suffer serious damage or even be destroyed.

Inertia is the tendency of an object in motion to remain in motion. A vessel gains inertia upon thrusting. Collisions result in the exchange of inertia, and affect smaller craft more than larger vessels.

The Basics of Shooting

Preparation is a crucial element in shooting. Therefore, several things must be kept in mind before confronting an opponent:

- The type and range of weapon you're firing.

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The Basics of Shooting (continued)

- The defensive capabilities (weaponry and evasive potential) of your opponent. An opponent's evasive maneuver can set up an unwelcome exchange of positions.

- The position of other objects, such as planets and asteroids, which may affect either craft or the course of a fired weapon.

Taking a Hit

When your spacecraft is struck by an enemy weapon, it loses crew members, shown as green dots on the Ship Status Display. The damage a weapon will do to a target depends upon the weapon's characteristics and, at times, the firing range.

Destroying Enemy Ships

You destroy an enemy ship by eliminating all of its crew members. A few weapons can destroy a vessel with a single shot, but usually several shots are required to finish the job.

Special Powers

Each vessel has a unique special power. To learn more about the special power of each ship, read the **Alien & Starship Specifications** booklet.

The Window Display

The Window Display shows you the physical universe you occupy in *Star Control*. Depending on which aspect of the game you are currently playing, the window will display stars, ships, planets, asteroids, weapons and anything else "out there."

Fuel Usage

Fuel is expended by firing weapons or by using your special power; however, normal maneuvering is "free." If you do not have enough fuel to perform an action, the word "fuel" on your ship's status will flash, and you must wait until you have regenerated enough fuel.

Ship Status Display

While you engage in combat, Ship Status Displays appear at screen right, informing you of basic facts about the two combatant vessels, as well as measurements of relevant ship status information. Check the combatants' displays whenever you have a respite.
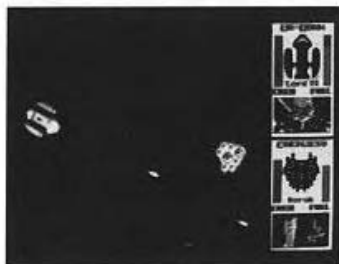

Fig. 3 Ship Status Display

MELEE

True competition between the Hierarchy and the Alliance begins in Melee mode. In this form of play, each side has a fleet of seven ships — one from each alien race. Players for both sides take turns selecting a ship with which to fight.

To pick a ship, highlight the desired vessel, and press **Button B.** If you pick the question mark, the ship will be chosen randomly. When a ship is destroyed, it is crossed off of that side's ship roster. The player must then select a new ship with which to attack the enemy.

When a player has destroyed all of his enemy's vessels, he wins and is awarded a musical fanfare, a victory screen, and a summary of his remaining ships.

FULL GAME

Full Game combines strategic play with arcade-action combat. You develop resources, build colonies, purchase ships, fortify stars, and plot moves through space while your opponent is carrying out a similar set of actions. Both sides compete to achieve superior strategic position, so that combat occurs on advantageous terms.

Play is divided into turns, alternating between Hierarchy and Alliance. On a player's turn he can perform three (3) actions, such as moving a ship, building a new ship, or developing a mine or colony.

The game ends when one player fulfills his side's victory conditions. Total destruction of the enemy always results in a victory, though not necessarily the easiest victory.

Selecting a Scenario

To play Full Game, select **Full Game** from the Main Activity Menu. When the Scenario Selection Menu appears, highlight and select one of the fifteen pre-set scenarios that come with the game.

Fig. 4 Scenario Selection Screen

A screen will now appear with the selected scenario and an option to play with **Visible** or **Hidden** stars. With Visible Stars, you can view the entire rotating starfield from the very start of the scenario. Using Hidden Stars, only stars which have been explored will appear in the starfield. You must explore and "discover" new stars (if Hidden Stars is selected) by observing the on-screen Space Spines and the directions they extend.

To select Visible or Hidden stars: Use the **Directional** pad to choose either **Visible** or **Hidden** and press **Button B**; then highlight the scenario and press **Button B** again.

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Selecting a Scenario (continued)

When the Fleet Command View appears, the first player is then ready to begin his or her move. (For a more detailed description of scenarios, see the **Scenario Descriptions** section.)

Fleet Command View

Once you have selected a Full Game scenario, you move to the Fleet Command View (see Fig. 5). In the center of the screen, you view a rotating starfield.

At screen right, you view a commander's display: Fleet List, Orders Window and Status Display.

— Fleet
Orders
Moves Remaining

Fig. 5 Fleet Command View

The Fleet List

The Fleet List displays the ships presently in your fleet, their type and their Captain's name. When it is your turn, the first ship in the Fleet List is highlighted and flashes in the rotating star cluster. The ship icon which appears next to each Captain's name illustrates its shape and provides a visual identity.

Orders Window

The Orders Window, which appears beneath the Fleet List, shows you the move options in your present turn. To select an active, colored order, highlight and select it as you would any other menu item.

When an exciting event occurs, such as establishing a mine or destroying a colony, this window displays an animated re-enactment of the event.

> **Note:** You can interrupt any animation in Full Game simply by pressing **Button B**. You can interrupt the graphic even during an opponent's turn.

Remaining Actions

The three-buttoned Actions Indicator at the bottom of the Orders Window indicates the number of actions available in the present turn.

Commission Window

The Commission Window, which appears when you highlight the Starbase in the Fleet List, shows you how many Starbucks you currently have — as well as available ships to buy, their names and cost.

Status Display (Review)

The Ship Status Display appears during combat, and is the same as that visible in Practice and Melee.

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The Rotating Starfield

The rotating starfield is a spatial world, multi-dimensional and moving about a vertical axis. It takes some time before your eyes adjust to this environment, as your view constantly changes.

Stars

Stars are colored according to the kind of planets which orbit them.

Unexplored stars are indicated in blue. When you move a ship to an unexplored star it changes color. A red star indicates a mineral planet, a green star a colonizable planet, and a white star a dead planet.

Mineral Worlds

Mineral worlds are hot, heavy, dense planets and contain metals, ores, sulphurs and other compounds which may be exploited for mining. When these minerals are processed, they generate Starbucks which allow you to build new ships.

Life Worlds

Life worlds are green and temperate planets resembling the Earth. They contain plenty of water and oxygen, and are ideal locations for a race to build colonies.

Dead Worlds

Dead worlds are rocky wastes which never possessed atmospheres ... or had them obliterated in some cosmic calamity. A dead world can be fortified.

Ships

The number of ships each player starts with depends on the scenario chosen (see the **Scenario Description** section for scenario choices). If you have a Starbase, you can buy new ships, and can have up to seven ships in your fleet.

Starbases

A Starbase is a large, slow-moving space station at which you can build new starships. Moving a Starbase requires all three of a player's actions.

> **Note:** We recommend that you guard Starbases with at least one combat vessel. An undefended Starbase is automatically destroyed if any enemy ship reaches it.

Installations

A primary activity in the Full Game is building installations which aid the player in conquering star clusters:
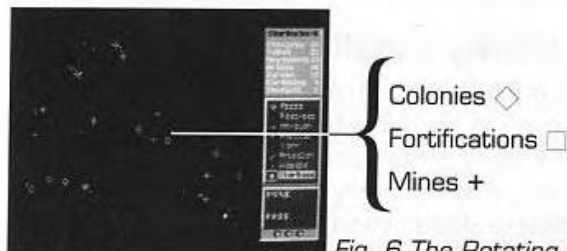

Colonies ◇
Fortifications □
Mines +

Fig. 6 The Rotating Starfield

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Colonies ◇

A colony, established on a life world, provides a place for a ship to recruit new members to replace those lost in combat. Colonies also speed ship movement, since moving from a colony world does not cost an action. This benefit does not apply to Starbases.

Mines +

Mines, established on mineral worlds, earn the side developing that world's resources Starbucks at a rate of one per turn (your Starbase also generates one Starbuck per turn).

Fortifications ☐

You establish fortifications as a defensive web through which no single ship can pass or easily destroy (with the exception of the Arilou Skiff and the Ur-Quan Dreadnought). Fortifications protect colonies and mines, and may block an attack route to a Starbase.

Should a single ship move into a fortification, it is stuck. To free it, it must successfully besiege or be joined by a second ship. Together they will automatically destroy the fort at the end of the turn.

Destroying Enemy Installations

You destroy an undefended enemy colony, mine or fortification by moving onto it with any ship. Alternately, if you defeat all enemy ships in battle which are guarding an installation, you automatically destroy it. In some scenarios, complete destruction of one type of installation may result in the victory of your side.

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Going to Combat

When a player completes his turn and has moved ships to stars containing one or more enemy ships, a battle ensues for each star under contention. For each battle, the Combat Transition Screen appears. Press **Button B** to begin the battle.

> **Note:** In battles with multiple ships, the attacker's ships fight in the order they land on the star, while the defender's ships are selected to fight at random.

Selecting a Ship to Command

To select a ship to command in Full Game, highlight that ship's Captain's name and select it. Now use the ship to build fortifications, establish a mine or colony, or move to another star.

Giving Orders

When you want to give orders, scan the orders which apply to the currently-selected ship in the Orders Window. Highlight one of the active Orders options (the word's color indicates if it is available), and select. To cancel the order option, press **Button C**.

Some orders are carried out in one step; others, such as Build or Move, require additional steps to complete the command. Orders "in progress" are specially colored.

> **Note:** If you choose to build an installation (colony, mine or fortification), but interrupt during construction with a new order, all work on that new installation will be lost.

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Moving a Ship

To move a ship, follow these steps:

1 Highlight the ship in the Fleet List that you wish to move, then press **Button B**. If you change your mind and don't want to give the ship an order, press **Button C**.

2 Highlight **Move** in the Orders Window, then press **Button B**.

3 When the Space Spines appear, observe the direction that each extends, then move the **Directional Button** to highlight the Spine extending in the desired direction. If you don't want to move this ship, press **Button C** to give the ship a different order.

4 Press **Button B** to confirm the selection.

5 If you have actions remaining in your present turn, you may select **Move** again to jump to another star.

> **Note:** As with all other commands, Move uses only one action, except for moving a Starbase, which requires that you use all 3 moves in a turn.

Colonize

To colonize, you must move one of your ships to a life world, then select **Colonize** from the Orders Window. It takes a ship two turns to establish a colony. Once a colony is established, friendly races may recruit from it. Any movement from a colony does not cost an action.

Mine

You can build a mine only in a red, mineral star system. To do so, move a ship to a mineral world, then select **Mine** from the Orders Window. A mine's construction require two turns. A mine, once established, generates one Starbuck per turn.

Build

You build ships at your Starbase. When you choose Build, a highlight appears in the Commission List at the top of the screen. Move the highlight to the ship desired, and press **Button B**. Ships which you can't afford are white in color and can't be highlighted.

Ships which are not available in a given scenario are label "N/A".

> **Note:** A fleet can hold no more than seven ships and a Starbase at any given time; see the **Scuttle** section for replacing ships when the limit has been reached.

Recruit

If you move a ship to one of your colony worlds, you can recruit to replace crew members lost in combat. Select **Recruit**, and your ship will regain its maximum crew level. Syreen ships can only recruit by destroying enemy colonies.

Fortify

You can choose Fortify from the Orders window to build a defensive web through which an enemy cannot pass.

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Fortify (continued)

As with colonies and mines, the raising of a fortification requires two turns. Ariloulaleelay ships ignore enemy fortifications. Ur-Quan Dreadnoughts can destroy them single-handedly.

Besiege

You can besiege enemy fortifications, and if successful, the fort is instantly destroyed. Your vessel can then move on. To besiege, highlight and select **Besiege** from the Orders menu.

> **Note:** When a vessel besieges a fort, it has a 10% chance of destroying it. An exception is the Ur-Quan Dreadnought, which has a 33.3% chance.

Scuttle

You can scuttle one of your fleet's ships (useful when you wish to replace one vessel in a full fleet) by highlighting and selecting the ship to be scuttled, then highlighting and selecting **Scuttle** in the Orders menu. You can only scuttle when you already have seven (7) ships.

Passing A Turn

Passing ends your turn. Highlight and select **Pass** in the Orders Window.

Special Strategic Powers

Four of the 14 vessels in the game possess special strategic powers:

Ur-Quan Fort Destruction

A single Ur-Quan vessel is able to destroy fortifications by itself, without besieging. To do so, an Ur-Quan must simply end its turn at an enemy fort.

Mycon Crew Regeneration

Mycon ships regenerate crew after each battle. Once a battle is concluded, and play returns to the Fleet Command View, a Mycon ship regains its full crew complement.

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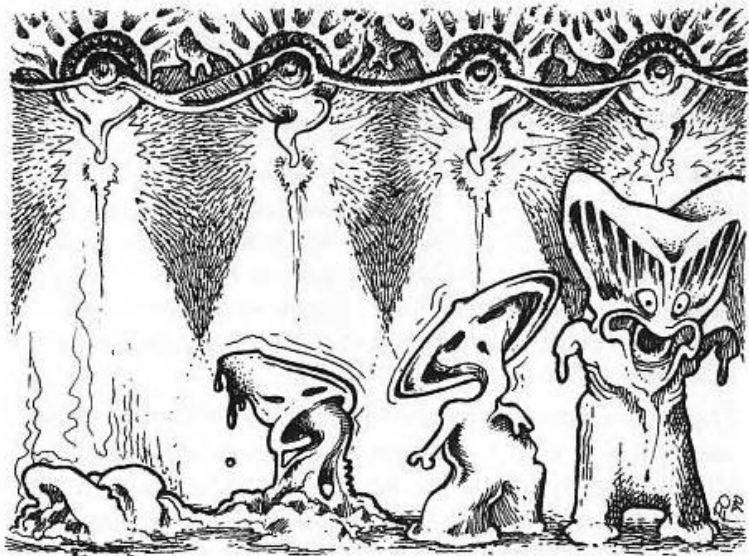
Arilou Fortifications Immunity

The Ariloulaleelay have the remarkable ability to use their Skiff's hyperdrive shunt to pass through enemy fortifications.

Syreen Crew Replenishment

The Syreen, barred from recruiting normally, can nonetheless add crew to their Penetrators by conquering enemy colonies and seizing residents. Doing so raises the Syreen's crew complement to its maximum.

See the **Alien & Starship Specifications** booklet for more information on the 14 ships available.

Precursor Relics

The Precursors inhabited space approximately 300,000 years ago. Both their origins and subsequent demise are shrouded in mystery. In Full Game, you can discover Precursor knowledge tablets containing the imprint of valuable technological relics. These are age-old, still-functional devices left in stasis cubbies by the Precursor cultures.

There is random chance you may find a Precursor tablet each time that your ship lands on an unexplored star. When your ship finds a relic, it is added to the ship's structure. The vessel immediately improves in an area of ship performance.

Whenever you gain a Precursor tablet, the relic is indicated by a silhouetted letter which appears on the discovering ship. The letters and improvements are:

F Fuel Packs Attached. Your ship's maximum fuel is now increased.

C Crew Pods Added. You now have increased crew capacity, but to gain more crew you must recruit at a colony.

D Dynamo Attached. Improves fuel regeneration.

T Thrusters Added. Improves acceleration and maximum velocity.

J Control Jets Attached. Improves turning.

WINNING THE GAME

You win a Full Game when you fulfill any one of the victory conditions outlined in the **Scenario Descriptions** section. You always win a game by destroying the enemy's Starbase and ships. When you win, you are awarded a musical fanfare, a victory screen, and a summary of your remaining forces. Press **Button B** to return to the Main Activity Menu.

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SCENARIO DESCRIPTIONS

The following fifteen scenarios are broken up into three
categories:

Hierarchy Advantage: Five scenarios which give the
Hierarchy the upper hand.

Neutral Scenarios: Five neutral scenarios which give
neither side an advantage.

Alliance Advantage: Five scenarios which give the
Alliance the upper hand.

> **Note:** The scenarios are listed from easiest
> to hardest in each category.

Hierarchy Advantage

Exterminate!: The Shofixti — starting with a few
colonies, a Starbase, and six ships — confront an Ur-
Quan foe with a sole fortified colony and a single
Dreadnought. The Hierarchy player wins by destroying
all enemy colonies or eliminating all enemy forces; the
Shofixti must kill the Ur-Quan Dreadnought.

Lost in Space: A lone Chenjesu faces a numerically
superior Hierarchy force. The Alliance player attempts
to destroy the Hierarchy Starbase quickly. The Hier-
archy player seeks to hold the Chenjesu at bay until the
Hierarchy can build an overwhelming force. Win by
destroying all enemy forces.

Target Earth: The Hierarchy launches an assault on
the Earthling solar system. The Alliance commander
attempts to defend Earth's Starbase while eliminating all
of the attacking Hierarchy forces. The Hierarchy player
need only destroy Earth's Starbase to win.

Syreen Song: A fleet of four Syreens, without the benefit of a Starbase, invade a colony-rich sector of Hierarchy space. Recruiting from enemy colonies is essential for Alliance victory. The Hierarchy must prevent this by fortifying and defending its colonies. You must destroy all enemy forces to win.

Onslaught: A Dreadnought Armada, unattached to any Starbase (thus without ship-building powers), rampages through an Alliance stronghold. The Ur-Quans capitalize on an initial advantage to destroy Alliance ships, mines and colonies. If Alliance forces survive to build new ships, they can tilt the odds against the Dreadnoughts. Alliance victory occurs with the destruction of all Ur-Quan forces.

Neutral Scenarios

The Art of War: Both players begin with a limited number of ships. An overall balance of forces exists; however, Art of War features a series of individual match-ups that contrast individual ships' strengths and weaknesses. Win by destroying the enemy's Starbase.

Proving Ground: Their Ur-Quan masters have sent the Spathi to destroy a Mmrnmhrm mining outpost. The Hierarchy side wins if the Spathi pulverize all Mmrnmhrm mines; the Alliance must eliminate all Hierarchy forces to triumph.

Escalation: Each side starts with a single Starbase, 25 Starbucks, and no ships. Use your cunning, expanding slowly and building fortifications. Also possible: A "blitzkrieg" against the opponent's Starbase. You win by completely destroying the enemy.

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Mushroom Cloud: An Alliance task force attempts to halt the Mycons rapid advance through the galaxy. Alliance commanders should remember to destroy Mycon ships in a single battle because wounded Mycons will regenerate between turns. Destruction of all Hierarchy colonies is mandatory for Alliance victory.

Total War: An enhancement of Melee mode, Total War pits the seven Hierarchy vessels against the full roster of Alliance ships. There are Starbases, so either side can build new vessels. The player who utilizes colonies, mines and fortifications most effectively gains the upper hand. Win by total destruction of the foe.

Alliance Advantage

First Encounter: The two sides square off with modest, evenly-balanced forces. A moderate number of stars populate space. You colonize and build ships, and win by achieving total destruction of enemy forces.

Vux Incursion: The Vux must strike swiftly if they are to visit revenge upon the Alliance forces which slighted them. The balance will quickly swing in favor of the Alliance if they can defend their Starbase. Use the infamous Vux ambush to destroy isolated Alliance ships. Destruction of the Alliance Starbase awards victory to the Vux.

Beginner's Luck: An introductory scenario in which you learn to establish forts and mines; few ships and stars are found. Either side is victorious when its forces completely destroy the enemy.

The Nebula: Hierarchy power vs. Alliance mobility. The Alliance player can use his colonies to pick and choose its battles. The Hierarchy seeks to penetrate deep into Alliance territory before additional ships can be constructed. Both sides achieve victory by total destruction of the enemy.

CounterAttack: This time, the Hierarchy is on the defensive as Alliance vessels invade Ur-Quan space. The Alliance has money and a lone Chenjesu ship. The Hierarchy have ships and income from mines, but no money. You must destroy the enemy to win.

CUSTOMER SERVICE

If you have any trouble with this Cartridge, please contact Accolade Customer Service (see 90-day warranty information below).

HINT LINE

Call 900-990-HINT for clues. Our hint line offers instant help 24 hours a day, 365 days a year. The charges are: 85 cents for the first minute and 60 cents for each additional minute. **If you are under 18 years of age, you MUST have your parent's permission to call.**

YOUR CARTRIDGE CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective Cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

1   DO NOT return your defective Cartridge to the retailer.

2   Notify Customer Service of the problem by calling (408) 296-8400 between the hours of 9am and 5pm (Pacific Standard Time). Please DO NOT send your Cartridge to Accolade before calling Customer Service.

3   If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

> Accolade
> Customer Service
> 550 S. Winchester Blvd.
> San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for $20 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Cartridge, not other materials.)

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